

Appendix B

Planning Considerations for Close Air Support Using Night Vision Goggles and Infrared Pointers

- Can an NVD acquire the target well enough to mark it with an IR marker?
- What will the light conditions be at TOT?
 - Moon phase/rise/set/angle/azimuth/elevation
 - Overall lux level
 - Ambient light sources that will interfere with both the air-crew's and the terminal controller's ability to acquire the target
 - Environmental conditions, including fog, smoke, haze, humidity, and thermal crossover.
- Are any actions planned on the terminal controller's part that will change the light conditions before TOT?
- Are there any actions anticipated by the enemy that will change the light conditions before TOT?
- Will anticipated periods of low visibility negate the use of IR pointers?

- Are the aircrews NVG qualified and have they worked with IR pointers? Do they require a face-to-face permission brief?
- What profile must the aircraft fly to acquire the IR beam?
- Is the background sufficient for the aircrews to acquire the beam?
- Is there a run-in heading or final attack heading that optimizes the ability of the aircrews to acquire the pointer's location, the beam, and the target?
- Does the FAC mark his location with an IR source and/or acquire the aircraft with NVGs? (Does the aircraft have IR lights?)
- Will other activities (attack helicopters) using IR pointers confuse the CAS aircrew?
- Can the strike be conducted under EMCON?
- After this TOT, can IR pointers still be used as a primary mark or should an alternate marking means be used?